★ FLIGHT SIMULATOR ★

B-24™

★ COMBAT SIMULATOR ★

5¼" Disk

APPLE®

64K disk for Apple II with Applesoft ROM, II+, IIe and IIc.

SSI™

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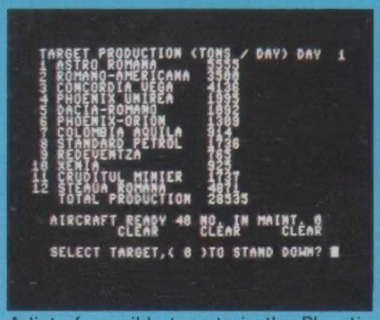
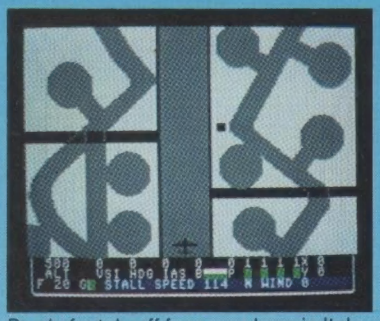
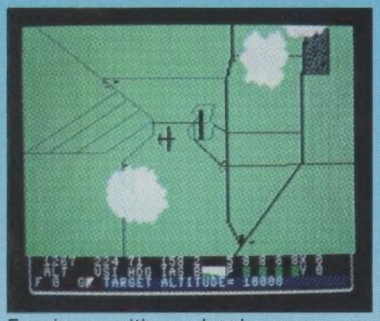


A list of possible targets in the Ploesti Campaign Game.



Ready for takeoff from your base in Italy.



Forming up with your bomber group over your airbase.

Heading out of Ploesti, your B-24 shows #2 engine out and #3 supercharger out.

Landing on Vis, one of your airbases.

As a flight simulator, this game lets you fly a B-24 bomber. As a combat simulator, it lets your B-24 get blown to bits in the most dangerous bombing missions of World War II!

The time: March 1944

The place: 460th Bombardment Group HQ, Italy

The target: Ploesti, Rumania – the major supplier of oil for Hitler's war machine – and one of the most heavily defended sites in Nazi Europe.

You command the lead B-24 Liberator, which will determine the course of action for an entire formation of forty B-24s. But first, you must learn to fly this cantankerous bomber. At the beginning, it will be hard enough just to get off the ground or land without crashing. Then, you'll have to deal with its *real* problems: Fuel leaks; failure-prone superchargers; heavy tail. Two simpler scenarios are provided so you can practice taking off, flying in formation against flak and enemy fighters, bombing targets and landing.

Once you're ready, it's time for the real thing: 19 harrowing missions over 12 oil refineries near Ploesti. You can fly in real time, or up to sixty times faster.

Before you take off, you must check the weather forecast to see if the targets are overcast or clear. The wind forecast will help determine how much fuel and how many bombs you can carry. Once you're in the air, your goal is to form up with the rest of your bombers and race to your fighter escort rendezvous points. Your fighters will be waiting for you at a specified place and time. Don't be late because they can only stay up for so long.

As flak explodes and enemy fighters converge around your group, you'll have to decide to stick it out or bail out should your engines or instruments fail.

Your job is to reduce Ploesti's total oil production below what was accomplished historically (8500-9500 tons/day). If you succeed, you'll be told how much you would have shortened the war in Europe.

OK, you've been briefed, and we know you're excited to jump into the cockpit. But first, a sobering fact: Of the 60 aircraft that the 460th Bomb Group historically started with, only 4 survived after the first fifty missions.

Screen displays shown are from the Commodore 64™. Displays for other computer(s) may vary. Commodore 64 is a trademark of Commodore Electronics, Ltd.

This game includes routines from The Graphics Magician® by Polarware™.

MADE IN U.S.A.

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B-24 APPLE

- As pilot, you control the flight of a B-24 bomber based in Italy, 1944.
- As group leader, you command 40 B-24s on bomb runs to 14 targets. You decide when and where to bomb based on weather, planes available, group efficiency, and target oil production levels.
- Fly single missions, or fly in a 19-mission campaign to destroy oil refineries in Ploesti, Rumania.
- Rules cover flying the aircraft, mechanical/engine failures, bombing accuracy, flak, enemy fighters, fuel usage, bailing out, falling out of formation.
- Can save game after each campaign game mission.

B-24 was designed by **John Gray**, whose other works include SSI's 50 MISSION CRUSH™.

- PLAYING TIME: Single Mission, ½ Hour; Campaign Game, 10 Hours.

Art director: LOUIS HSU SAEKOW. Illustrator: JOSEPH CHIODO.

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